C-16 plus/4

ENTERTAINMENT
CASSETTE

SPACE SWEEP & INVADERS

JOYSTICK REQUIRED FOR INVADERS

commodore

SPACE SWEEP
AND INVADERS

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BY APPOINTMENT TO HER MAJESTY THE QUEEN.
MANUFACTURERS OF COMPUTER BUSINESS SYSTEMS
COMMODORE BUSINESS MACHINES (UK) LIMITED. CORBY

C commodore

Navigate your Space Sweep through the planets looking for and destroying enemy spy satellites. But don't lose the mother ship otherwise you face a cold lonely death in space when you run out of fuel.

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MADE IN ENGLAND

SETTING UP

Read all instructions carefully. Check you have followed the correct procedure for setting up your C16. Before switching on, check that your COMMODORE Cassette Unit is correctly plugged in and ready for use. Ensure that the cassette unit is kept as far away as possible from the TV. Now switch on both your C16 and TV and turn up the volume. The screen displays the 'READY' signal and a flashing cursor.

NOTE: It is always advisable to turn the C16 off and then on again before loading a new program. This clears all the memory locations and minimises load errors.

HOW TO LOAD SPACE SWEEP

1. Insert the cassette into the cassette unit.
2. Ensure that the tape is fully rewound to the beginning.
3. Type LOAD"SPACE SWEEP" and press the RETURN key.
4. Press PLAY on the cassette unit and program loads.
5. When the program has loaded, the title screen is displayed.
6. Press the STOP key on the cassette unit.
7. Type RUN and press the RETURN key.

HOW TO PLAY THE GAME

When the title screen appears, wait for a moment and the message 'Joystick or Keyboard' is displayed. Select joystick control by typing J or keyboard control by typing K.

Your Space Sweep appears on the screen amid the splendour of space. Move up or down, or travel to the left or right avoiding the planets and dodging the meteorites. The spy satellites rotate making them easy to locate. To destroy a satellite line your ship up with it and wait until it comes within firing range before unleashing the power of your lasers on it.

As you plot your lonely course across the galaxy, keep a careful eye on your fuel gauge. When it goes into the red you are running low on fuel. Your mother ship then comes into view. Go to it, align your ship carefully and dock. You are then refuelled and are ready to continue with your mission. Remember, if you hit a planet, satellite, meteorite or the mother ship, your ship is destroyed.

The line across the bottom of the screen is your fuel gauge. Above that is shown your current score, the number of ships you have left and the highest score you have achieved so far.

P   pause on/pause off

HOW TO LOAD INVADERS

Joystick control only

1. Insert the cassette into the cassette unit.
2. Ensure that the tape is fully rewound to the beginning.
3. Type LOAD"INVADERS" and press the RETURN key.
4. Press PLAY on the cassette unit and program loads.
5. When the program has loaded, the title screen is displayed.
6. Press the STOP key on the cassette unit.
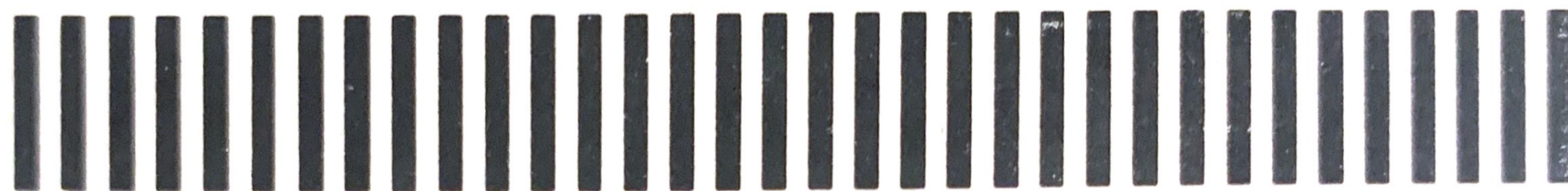7. Type RUN and press the RETURN key.

HOW TO PLAY THE GAME

When the game is loaded the title screen appears. This shows the points you win by shooting down the different types of invader and allows you to select the skill level at which you wish to start. Select the required skill level by moving the joystick to the left or right, then press the FIRE button to start the game.

The invaders appear in battle array before you, moving relentlessly forwards. Align your ship by moving the joystick right or left and shoot at the aliens by pressing the FIRE button. Watch out for their missiles, use your shelters to the full before they are demolished. And take care when you reach the last invader, you might be in for a surprise! When you have vanquished all the invaders on the screen, another wave appears to test your skill at the next level. From time to time a battleship crosses the top of your screen — shoot it, and the rewards are rich.

The top line of the screen shows your current score, the highest score you have achieved so far, the skill level you are playing at and how many ships you have in reserve.

C= 16 plus/4

INVADERS & SPACE SWEEP

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